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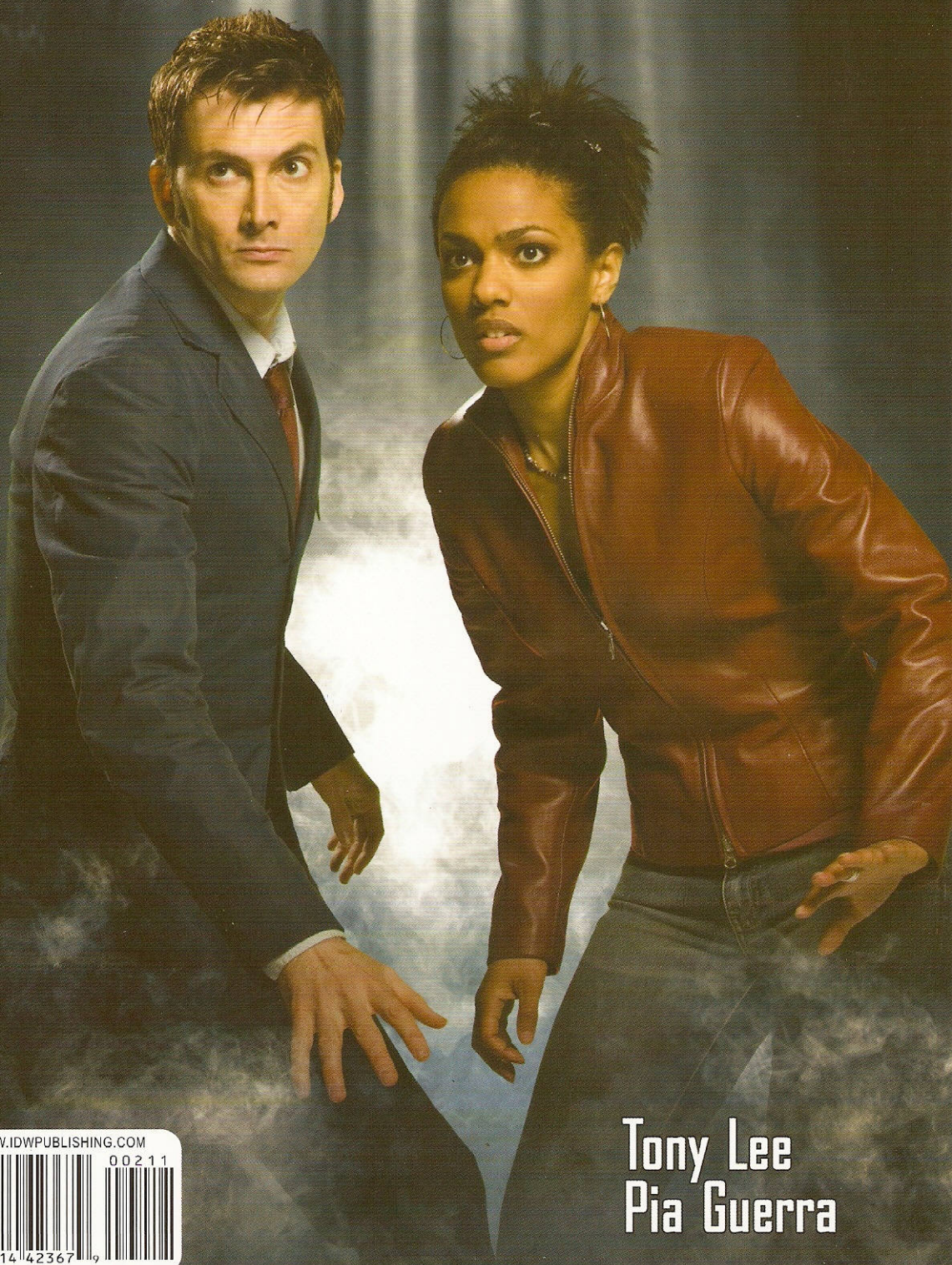
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THE FORGOTTEN



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Tony Lee
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WHO I

Rock 2008

DOCTOR WHO

THE FORGOTTEN

Written by » Tony Lee

Art by » Pia Guerra

Flashback Sequence Inks by » Kent Archer

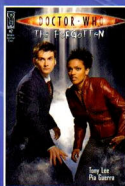
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Letters by » Comicraft's Richard Starkings

Edits by » Denton J. Tipton



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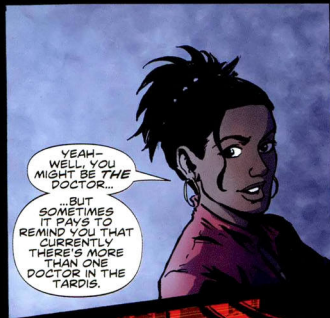






LEFT ONE
SOUNDS FINE-
RIGHT ONE'S
RUNNING A
LITTLE
FAST-

-FIGHTING FIT
AND READY FOR
ACTION!



YEAH-
WELL, YOU
MIGHT BE THE
DOCTOR...

...BUT
SOMETIMES
IT PAYS TO
REMINIY YOU THAT
CURRENTLY
THERE'S MORE
THAN ONE
DOCTOR IN THE
TARDIS.



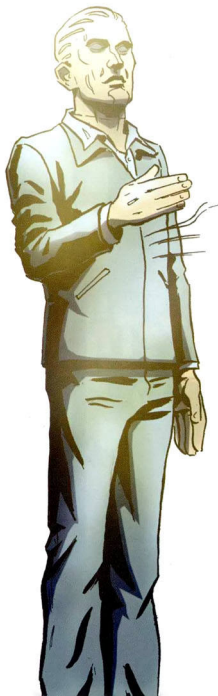
RIGHT
THEN, SHALL
WE FIND THE
TARDIS AND
GET OUT OF
HERE?

I'D
RATHER
BE GONE
BEFORE ANY
OLD FRIENDS
APPEAR.

OLD
FRIENDS?
WHAT A
GRAND IDEA,
DOCTOR.



LET
US HAVE
SOME OLD
FRIENDS
OVER FOR
TEA.



CLICK

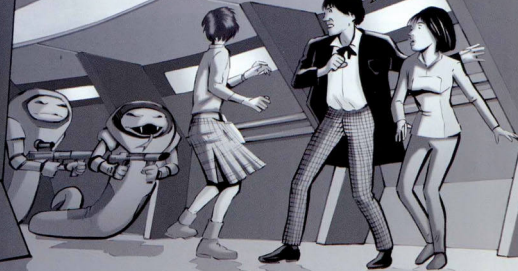


"...AND JAMIE ALWAYS
TRIED TO *HIDE* IT..."

THEY'RE
GETTING
CLOSER!

WHEN I SAY
RUN—RUN!

RUN!



**LET
US IN!**
FOR
GOODNESS' SAKE,
LET US IN!



WHO THE HELL
ARE YOU? HOW DID
YOU GET ON THE
STATION?

NO TIME FOR
THAT, DEAR FELLOW!
SHUT THE DOOR! OH MY
GIDDY AUNT—I FEEL QUITE
LIGHT-HEADED!



PETERS,
SHUT THAT
DOOR!

NOW SIR—
IF YOU'D LIKE
TO INDULGE
ME—WHO IN
THE BLAZES
ARE YOU?

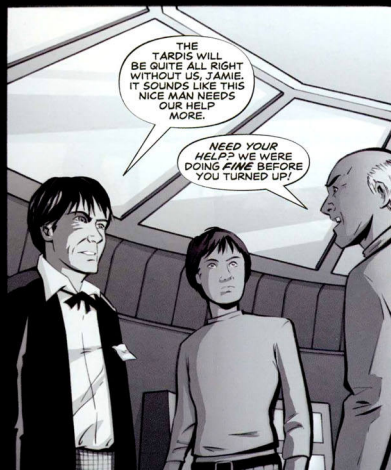
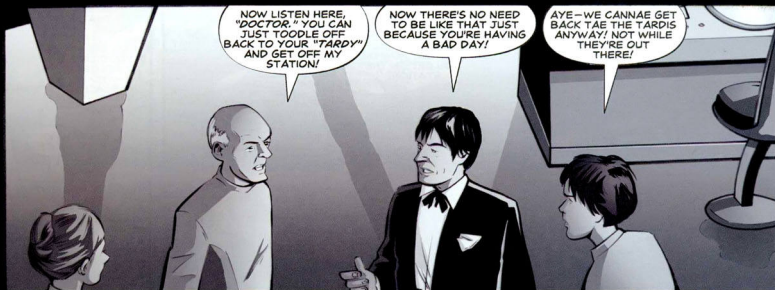
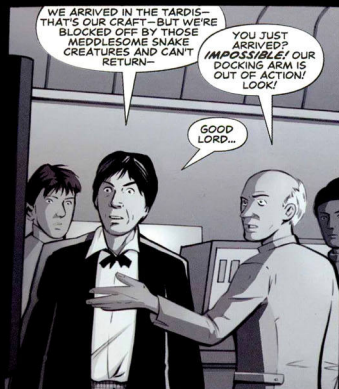
WHO
AM I?



ME? OH, I'M
THE DOCTOR.

AND THESE
ARE MY COMPANIONS—
JAMIE MCCRIMMON AND
JOE HENRY.







SHUT THE
BLAST DOORS!
SHUT THE
BLAST
DOORS!

WE CAN'T! THE
COMPUTER WAS DAMAGED.
WE CAN'T MAKE THE
CALCULATIONS TO REPAIR
THE DAMAGED
ALGORITHMS!

CRASH



I SUGGEST
YOU GET OUT
OF THE WAY
THEN! LET ME
DO IT!

GET BACK,
YOU SNAKE!

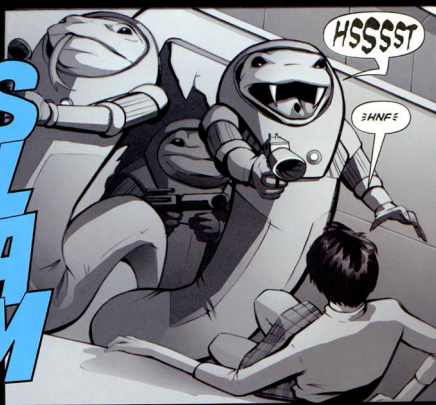


HOW--?

I HOLD A DEGREE IN PURE
MATHEMATICS, HAVE A
PHOTOGRAPHIC MEMORY, AND
CAN PERFORM COMPLICATED
MATHEMATICS IN MY HEAD.

I OVERRIDE DOOR
LOCKS FOR FUN. WOULD
YOU LIKE ME TO SING
A SONG TOO?

SLAM



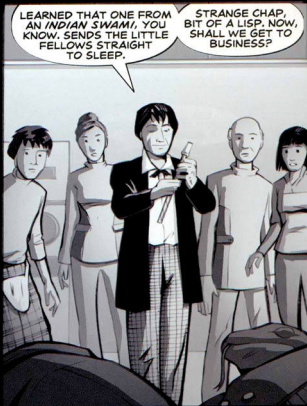
HSSSSST

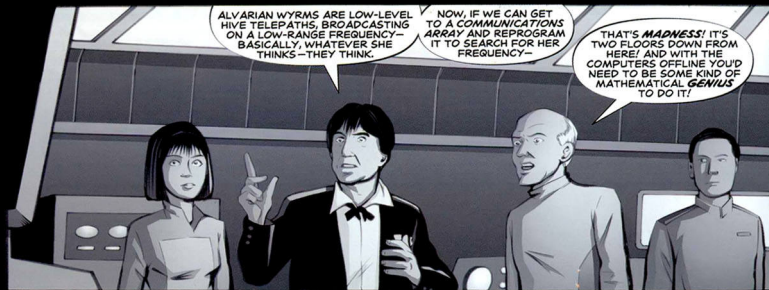
SHNFE



LEARNED THAT ONE FROM
AN INDIAN SWAMI, YOU
KNOW. SENDS THE LITTLE
FELLOWS STRAIGHT
TO SLEEP.

STRANGE CHAP,
BIT OF A LISP. NOW,
SHALL WE GET TO
BUSINESS?





ALVARIAN WYRMS ARE LOW-LEVEL
HIVE TELEPATHS, BROADCASTING
ON A LOW-RANGE FREQUENCY—
BASICALLY, WHATEVER SHE
THINKS—THEY THINK.

NOW, IF WE CAN GET
TO A COMMUNICATIONS
ARRAY AND REPROGRAM
IT TO SEARCH FOR HER
FREQUENCY—

THAT'S *MADNESS!* IT'S
TWO FLOORS DOWN FROM
HERE! AND WITH THE
COMPUTERS OFFLINE YOU'D
NEED TO BE SOME KIND OF
MATHEMATICAL *GENIUS*
TO DO IT!



WELL THEN
YOU'RE IN LUCK—
I AM.

CARE FOR
A BIT OF AN
ADVENTURE,
ZOE?

ALWAYS,
DOCTOR.



THE SNAKES
ARE HERE AND HERE—
THAT'S PRETTY MUCH
THE ONLY ROUTE.

WELL, THEY'RE
VENTILATION DUCTS.
YOU COULD PROBABLY
GET TO THE
COMMUNICATIONS ROOM
THAT WAY, BUT IT'LL
BE HARD WORK.

WHAT ABOUT
THOSE LINES
THERE?



JAMIE LIKES
HARD WORK—DON'T
YOU, JAMIE?

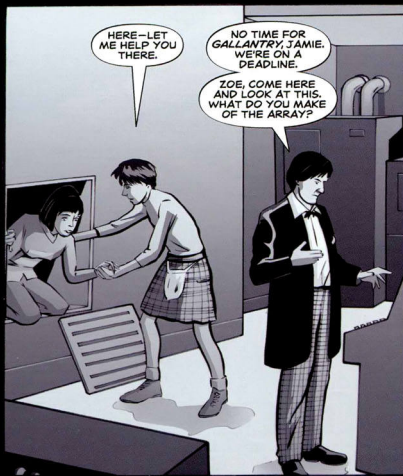
COME ON, EVERYONE—
LET'S NOT KEEP THESE
SNAKES WAITING!

GOOD LUCK,
DOCTOR—YOU'RE
GOING TO NEED
IT.



NEVER TRUST
YOUR FATES TO *LUCK*;
MARSHALL....

...SHE HAS A
HABIT OF PLAYING
THE FOOL.



HERE—LET ME HELP YOU THERE.

NO TIME FOR GALLANTRY, JAMIE. WE'RE ON A DEADLINE.

ZOE, COME HERE AND LOOK AT THIS. WHAT DO YOU MAKE OF THE ARRAY?



IT'S A BASE DYNAMIC SYSTEM WITH A TETRAHEDRON CORE. IT'S AWKWARD, BUT SHOULDN'T TAKE LONG—

WE MIGHT NOT HAVE LONG, DOCTOR! I CAN HEAR THE SNAKES COMING!



THERE'S NAE NEED FOR ME HERE. I'LL SERVE YOU BEST AS A DISTRACTION!

JAMIE! WAIT!



COME ON, SNAKES! FOLLOW ME!

WHO KNOWS, YOU SAY—BUT ARE YOU RIGHT—WHO SUCH INDEED TAE FIND THE LIGHT!



I HATE THAT SONG.

I ALMOST HAVE IT, ZOE—

IF WE CAN JUST REMOVE THE NEGATIVE VALUE FROM THE—

—AHA! WE CAN TRANSPOSE THE VARIABLES OF THIS AND THEN—

IT'S WORKING!

COMMUNICATION ACTIVE



WE'RE LIVE
AND DIRECT
INTO THE WYRM'S
MIND! PLAY
THE TUNE,
DOCTOR!

IT'S *WORKING*,
DOCTOR! THEY'RE
FALLING ASLEEP!

YOU *DID* IT,
DOCTOR!

NO, ZOE—*WE* DID IT! NOW,
LET'S GET BACK TO THE
TARDIS AND OFF THIS
STATION BEFORE
MARSHALL REACHES
US!

AFTER ALL,
I KNOW A MUSIC
CRITIC WHEN
I SEE ONE!



RIGHT THEN.
LET'S SEE IF
THESE EXTRA
MEMORIES
CAN ASSIST
US!

I HOPE SO!
WHAT HAPPENED TO
JAMIE AND ZOE?



THEY WERE
RETURNED TO
THEIR CORRECT TIMES,
THEIR MEMORIES OF
ME ERASED.

THE
TIME LORDS
DID IT-I DON'T KNOW
WHAT HAPPENED AFTER.
WELL, DON'T KNOW YET.
WHICH IS ODD, AS I
REMEMBER OTHER
THINGS-RASSILON,
THE TIME WAR...



HERE,
I FOUND A BAG
TO PUT YOUR ITEMS
IN, BUT THERE ARE
SOME DODGY
LOOKING AEROSOL
CANS IN IT.

THIS IS
YOUR EXHIBITION-
ANY CLUES TO WHAT
THEY ARE?

NO, I DON'T-



-THIS IS
NITROGLYCERINE!
WHAT KIND OF LUNATIC
RUNS AROUND WITH A
RUCKSACK FULL OF
THESE?

THEY COULD
TAKE OUT A
TANK!



LOOK
OUT!

FZZT
PTCH
PTCH
PTCH
PTCH
PTCH



MARTHA!
RUN!

DOCTOR,
WHAT IS IT?

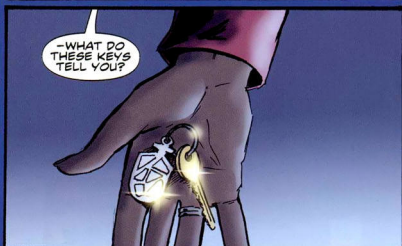
YEAH,
I'LL GET BACK
TO YOU ON THAT!
NOT THE
FOGGIEST!

BUT
WHATEVER
IT IS, IT'S
FOLLOWING
US!



THEN AGAIN—
PERHAPS IT
ISN'T.

IT MUST
BE FROM LATER
IN YOUR LIFE.
WE NEED TO GAIN
MORE MEMORIES.
HERE—



—WHAT DO
THESE KEYS
TELL YOU?

I... I
REMEMBER
A NAME.
BESSIE.

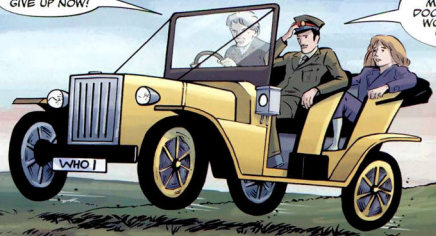
LET
ME GUESS—
ANOTHER
COMPANION? YOU
COLLECT THEM LIKE
PEOPLE COLLECT
TRADING
CARDS!

OH,
BESSIE WAS
MORE THAN A
COMPANION.
MUCH,
MUCH MORE...



COME ON, BESSIE! DON'T GIVE UP NOW!

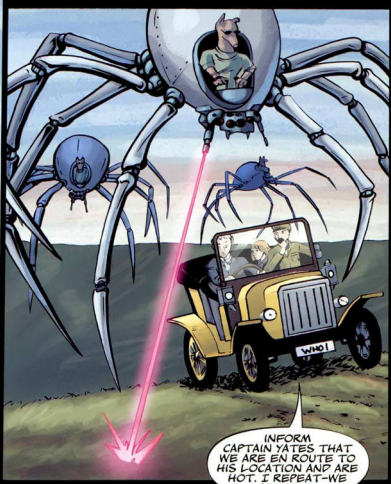
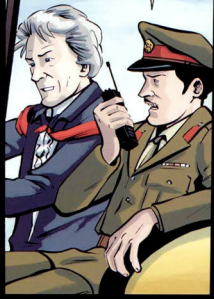
I FIND YOUR FAITH IN THIS VEHICLE MOST DISTURBING, DOCTOR. A U.N.I.T. JEEP WOULD HAVE TAKEN US THERE JUST AS FAST.



YES, BRIGADIER—BUT THEN I WOULDN'T HAVE BEEN ALLOWED TO DRIVE.

AND WE WOULD HAVE ALL THANKED THE LORD FOR SMALL MERCIES.

GREYHOUND TO TRAP ONE, COME IN—



REALLY, BRIGADIER, DO YOU THINK THAT'S A SUITABLE CALL SIGN WITH WHAT'S FOLLOWING US?

I DON'T MAKE THE RULES, DOCTOR. BUT UNLIKE YOU, I FOLLOW THEM!



INFORM CAPTAIN YATES THAT WE ARE EN ROUTE TO HIS LOCATION AND ARE HOT. I REPEAT—WE ARE HOT.

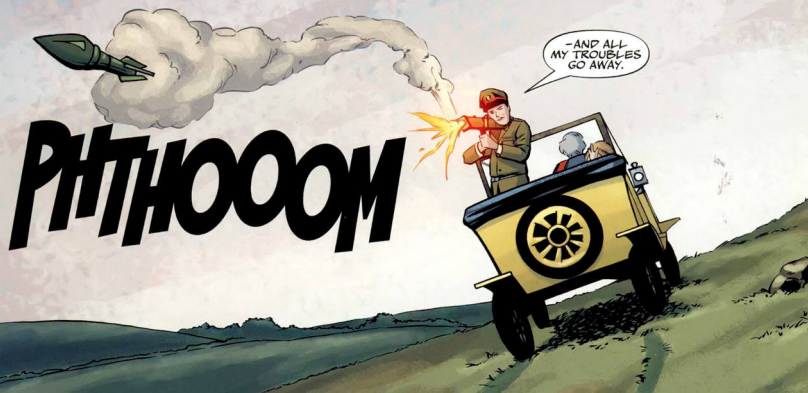
RULES ARE MADE FOR BREAKING.

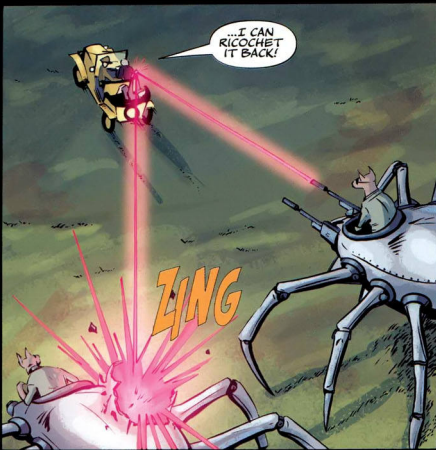
ISN'T THAT WHAT GOT YOU INTO THIS MESS IN THE FIRST PLACE, DOCTOR?

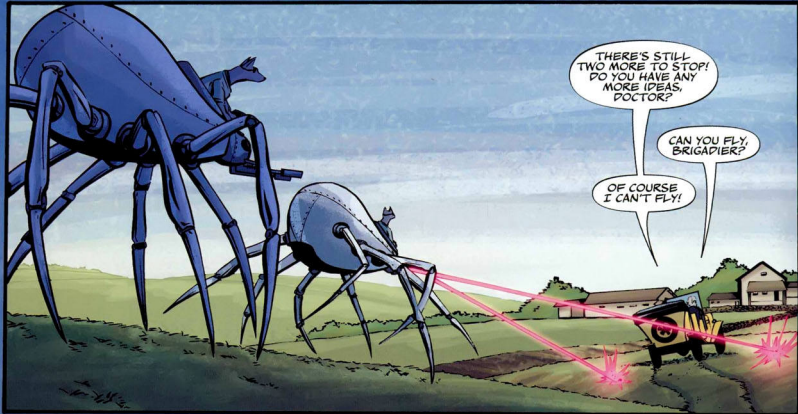


DOCTOR! THERE ARE FOUR OF THEM NOW! AND THEY'RE STARTING TO FIRE SOME KIND OF RAY GUN!









THERE'S STILL TWO MORE TO STOP! DO YOU HAVE ANY MORE IDEAS, DOCTOR?

CAN YOU FLY, BRIGADIER?

OF COURSE I CAN'T FLY!



IN THAT CASE—NO.

HOLD ON TIGHT! WE'RE ALMOST THERE!



SERGEANT! SOMETHING'S APPROACHING! AND IT'S BEING CHASED BY THOSE DOG THINGS!



BLIMEY—IT'S THE BRIG! AND THE DOCTOR!

MAKE ROOM FOR THE BRIGADIER! NOW!



BENTON! DOG WITH THE METAL LEGS THERE—FIVE ROUNDS, RAPID!

SCREECH



CAPTAIN YATES!
DOES THAT
LOUPEAKER
WORK?

WHY YES,
DOCTOR. ARE YOU
GOING TO COMMAND
THEM TO SIT?

ACTUALLY, BRIGADIER,
I WAS GOING TO SAY
"REVERSE THESE
TWO WIRES."

BUT YOUR ANSWER
SOUNDED MUCH BETTER.
WE'LL MAKE A SCIENTIST
OF YOU YET!



SOMETHING LIKE
THAT. NOW, I NEED MY
SONIC SCREWDRIVER.

YATES—GET YOUR
MEN TO THE LEFT! WE
MAY NEED A SKIRMISH
LINE IF THEY BREAK
THROUGH BENTON'S
BARRICADE!

ALL HE HAS TO DO
IS HOLD THEM FOR
A FEW MOMENTS
LONGER—ALL I NEED
TO DO IS REVERSE

LET ME GUESS—
THE POLARITY OF THE
NEUTRON FLOW? ISN'T
THAT THE USUAL
TECHNOBABLE
YOU SPOUT?



JUST KILL
ME NOW,
YATES.

A DOG
WHISTLE!

YOU'RE USING THE
SONIC SCREWDRIVER
TO MAKE A GIANT
DOG WHISTLE!

OF A SORT, JO—
AFTER ALL, IT'S
NOT CALLED A SONIC
SCREWDRIVER FOR
NOTHING...

AUTONS!

IT'S
AN AUTON!
I REMEMBER
NOW!

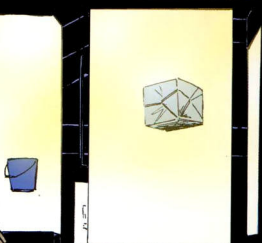
THEY'RE
NOT REAL! WELL,
THAT IS THEY'RE
REAL, BUT THEY'RE
CONSTRUCTS! THEY'RE
PLASTIC TOYS WITH
GUNS AND ATTITUDE
AND...

...AND THEY
SHOULDN'T BE ABLE
TO MOVE ABOUT
WITHOUT A NESTENE
CONSCIOUSNESS AROUND--
AND WE'D HAVE NOTICED
ONE BY NOW.
HMM.

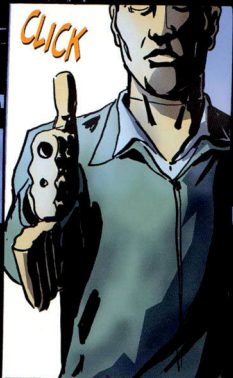


ANYWAY,
NOW I KNOW
WHAT AN
AUTON'S-

-AH,
WHOOPS.

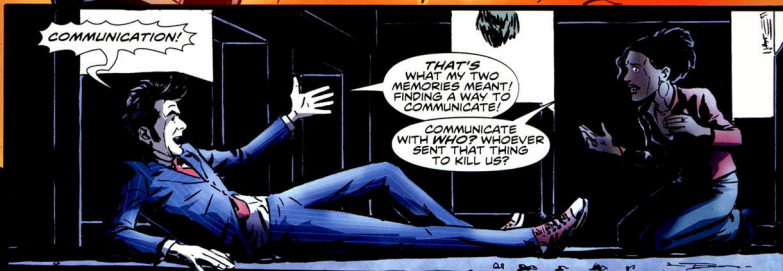


CLICK





FOOOOM



COMMUNICATION!

THAT'S
WHAT MY TWO
MEMORIES MEANT!
FINDING A WAY TO
COMMUNICATE!

COMMUNICATE
WITH WHO? WHOEVER
SENT THAT THING
TO KILL US?

NO-THE
TARDIS.

I CAN USE THE
TARDIS KEY ON THIS
KEYRING-REVERSE THE
POLARITY, SEND OUT
A KIND OF TRACKING
THINGIE...

...AND BOB'S
YOUR UNCLE-WE'LL
FIND OUT WHERE
AND WHEN THE
TARDIS IS!

CAN YOU
REALLY DO
THAT?

DUH...
DOCTOR.

WAIT A SECOND-
THIS ISN'T RIGHT. WE
SHOULD HAVE HAD
SOMETHING BY
NOW.

WHAT
DOES THAT
MEAN?

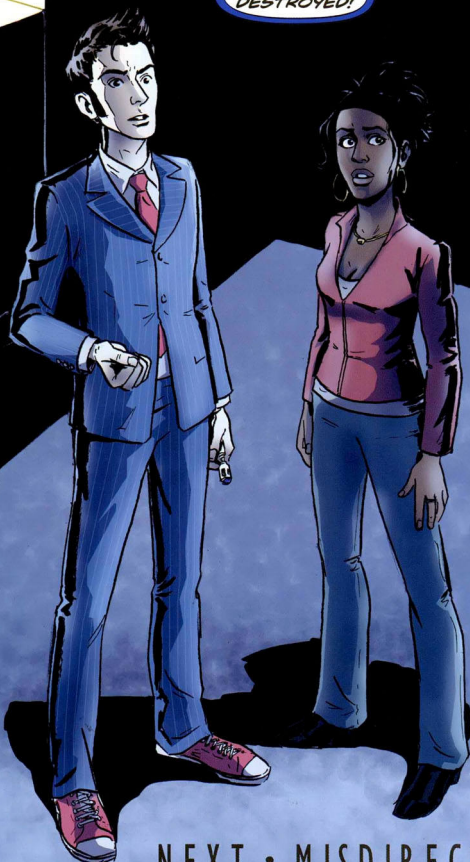




IT MEANS,
MARTHA, THAT
THERE IS NO
TARDIS TO FIT
THIS KEY.

IT'S GONE,
REMOVED FROM
THE SPACE AND TIME
CONTINUUM.

THE
TARDIS HAS BEEN
DESTROYED!



NEXT • MISDIRECTION

DOCTOR • WHO™

THE FORGOTTEN

Next month:
Issue #3





IDW WORDS

News from the nerve center of IDW Publishing

WHEN TERROR STRIKES AND ALL OUR HEROES ARE DEAD, WHO CAN HELP?

REMENDER AND BLEVINS' *LEGION OF THE SUPERNATURAL*, OF COURSE!



Starting in October 2008, IDW Publishing is proud to bring to comic book shelves a tantalizingly twisted tale of old-school monsters, classic sci-fi, and legendary heroes in *Legion of the Supernatural*! Written and created by popular comics scribe Rick Remender, and featuring talented artist Bret Blevins long-awaited return to comics, *Legion of the Supernatural* is epic storytelling at its extreme finest, featuring a motley assortment of monsters and putting them into a more heroic spotlight as they emerge as the last line of defense against an invading army of starving inter-dimensional vampires.

In the story, readers will quickly learn that, unbeknownst to most, there are parallel dimensions where supernatural vampire forces have consumed all life on Earth. In these dark terrible worlds, where no food remains, the vampire leaders have discovered supernatural and arcane magics capable of opening doorways to other dimensions... to our dimension. They are infiltrating us now, scouting out cities and preparing for the coming invasion, lurking in the shadows conspiring to bring on the end of times. We are all fodder, unsure who or what to trust. When our heroes and governments fall, we will be left with one force to turn the black tide.

IDW recently sat with Blevins and Remender (whose *Night Mary* and *Black Heart Billy*—the latter being offered in color for the first time—are also being re-presented by IDW in October) to talk about all things *Legion of the Supernatural*... the good, the bad, and the ugly!

SEPTEMBER RELEASES FROM IDW PUBLISHING

COMICS

Angel: After the Fall #12
Dead, She Said #3
Doctor Who: The Forgotten #2
Doctor Who Classics #10
Dreamland Chronicles #3
Epilogue #1
Fallen Angel #30
Galaxy Quest: Global Warning #2
Igor Movie Adaptation #3
Igor Movie Adaptation #4
Pristeen 16 #1
Spike: After the Fall #3
Star Trek: Assignment Earth #5
Star Trek: Mirror Images #3
Star Trek: Romulans:
The Hollow Crown #1

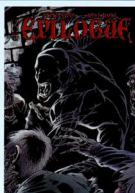
The Transformers: All Hail Megatron #3
Transformers Animated: Arrival #2
The Transformers:
Best of the UK: Time Wars #2
TF Movie Prequel:
Saga of the AllSpark #3
Transformers Spotlight: Sideswipe
Welcome to Hoxford #2

WORTHWHILE BOOKS

Ed's Terrestrials
Town of Zach
Vigfus the Viking

Angel: After the Fall: First Night HC
The Complete Badger, Vol. 4 TPB
Dreamland Chronicles Book One TPB
& Dreamland Chronicles figures:
Natasha & Kiwi
Igor Movie Adaptation TPB
Igor Movie Prequel TPB
Locke & Key HC
Racer X, Vol. 2 TPB
Rogue Angel: Teller of Tall Tales TPB
Silent Hill: Sinner's Reward TPB
Silent Hill Omnibus
Spaghetti Bros., Vol. 1
Speed Racer: The Next Generation, Vol. 1
Star Trek Archives, Vol. 1:
Best of Peter David
The Transformers Animated Vol. 5
Transformers: More than Meets the Eye,
Vol. 1 TPB
Transformers Spotlight TPB, Vol. 3
Violent Messiahs, Vol. 1 TPB

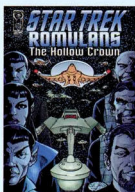
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Epilogue #1



Pristeen 16 #1



Star Trek: Romulans:
The Hollow Crown #1



Transformers Spotlight: Sideswipe

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IDW: Rick, what was the inspiration for *Legion of the Supernatural*? Where and when did this idea originate?

Rick Remender: It was born out of a late-night phone conversation with Steve Niles. We were wondering what it would be like if our favorite monsters were humanity's last line of defense. The story just sort of poured out from there. Atomic super heroes have hunted Earth's monsters to near extinction. When an army of starving vampires from beyond invade our world, only the last remaining monsters have the power to contest the coming darkness—as it was their birthplace. The Mummy, Frankenstein, The Bog Creature, The Wolf-Man, Dracula and Sister Arcane form the most unlikely team of heroes to begrudgingly protect a population who would prefer to see them dead.

IDW: Bret, how did Rick talk you into coming back into the comics illustrating game?

Bret Blevins: Rick threatened to kill me if I didn't cooperate. He didn't need to, though, because I love the project! Actually, Rick and I have been wanting to collaborate for the past several years, and *Legion of the Supernatural* emerged as the right idea at the perfect time. I was crazy about the series from the moment Rick first described the concept to me over the phone, and after a decade of storyboarding I was ready for a change and eager to return to the autonomy of creating my own artwork in my own way—and better than I'd ever done before. I wanted more flexibility and richer possibilities of bringing images to life, so painting the pages was my dream opportunity, and IDW offered us that chance. If I had been asked to write down all the elements that would inspire me to create the best comic-book art I was capable of, *Legion of the Supernatural* would meet every wish!

IDW: Rick, this book features a diverse and bizarre cast of characters. Are there any amongst them you consider your favorite? If so, why?

RR: Frankenstein's monster... without a doubt. Our monster is a smart man frozen in a dead, broken, but terribly powerful body. The effect is total frustration, as what he says comes from an intelligent mind but is delivered inarticulately and awkwardly. Our Frankenstein's monster has continued his creator's work in a secret dank laboratory amid the alien ruins on the moon. He has discovered the secrets of reanimating corpses, he has long since given up hope of building himself a better body... transferring brains is tricky

business. He uses his time to monitor Earth always seeking his lost bride.

IDW: Bret, are any of the characters more fun for you to illustrate than the others? If so, why?

BB: I can't single any one of them out as a favorite—I relish each fiend for different reasons! The joy of this project for me is the lurid richness of the story and the overabundance of fantastic imagery, including, of course, the variety of classic monsters. As a storyteller I'm always motivated by character and character conflict, so whichever monster I'm painting is my favorite at that moment. I can describe a few individual traits of each that make this book so rewarding to illustrate though—Frankenstein is the iconic granddaddy of tortured souls, brought to life by another's mad ambition and left to cope with the agony of a hellish existence he never wanted. This makes him the most conflicted of our reluctant heroes, and the most fun for me to "act" out his emotions on paper. Cleopatra is pure sultry femme fatale with a wicked alter ego—what's not to love? Wolf-Man is the most savage character, always fun! Dracula combines vicious evil with a cold contempt that is a delight to "play." Sister Arcane MIGHT be my favorite if I was forced to take one character to a desert island... she's ancient, wise, mysterious, full of the blackest magic, and astonishingly gorgeous—not to mention sassy! The Bog Creature is a blast to render because he is never exactly the same in any two scenes—his bulk is always shifting and he has critters snaking through his body, and he's dripping muck too... no end of fun brushwork on this guy!

IDW: Rick, in many ways, this is a "team book"—what sets your team apart from the others on comic book store shelves these days?

RR: A band of monsters, most of whom want nothing to do with one another, have no choice but to save Earth, not for altruistic purposes but mostly so they can retreat back into the shadows and continue to live their unnatural lives. How does a 579-year-old Haitian priestess possessed by nine competing Voodoo spirits, each with separate powers and motivations, interact with the cursed mummy of Cleopatra whose only hope of salvation is the collection of 10,000 innocent human souls? With such complex motivations, the interpersonal dynamics within the team will be unlike anything readers will have ever seen.